



Photo by Dan Schleusser on Unsplash.

Video games are big business: the global gaming market is projected to be worth more than \$300 billion by 2027 according to Mordor Intelligence. With so much money at stake, the major game publishers are hugely incentivized to create the next big hit. But are games getting better, or has the golden age of video games already passed?

In this project, we'll explore the top 400 best-selling video games created between 1977 and 2020. We'll compare a dataset on game sales with critic and user reviews to determine whether or not video games have improved as the gaming market has grown.

Our database contains two tables. We've limited each table to 400 rows for this project, but you can find the complete dataset with over 13,000 games on Kaggle.

game_sales

column	type	meaning		
game	varchar	Name of the video game		
platform	varchar	Gaming platform		
publisher	varchar	Game publisher		

column	type	meaning
developer	varchar	Game developer
games_sold	float	Number of copies sold (millions)
year	int	Release year

reviews

column	type	meaning
game	varchar	Name of the video game
critic_score	float	Critic score according to Metacritic
user_score	float	User score according to Metacritic

Let's begin by looking at some of the top selling video games of all time!

10 rows affected.

Out[19]:

game	platform	publisher	developer	games_sold	year
Wii Sports for Wii	Wii	Nintendo	Nintendo EAD	82.90	2006
Super Mario Bros. for NES	NES	Nintendo	Nintendo EAD	40.24	1985
Counter-Strike: Global Offensive for PC	PC	Valve	Valve Corporation	40.00	2012
Mario Kart Wii for Wii	Wii	Nintendo	Nintendo EAD	37.32	2008
PLAYERUNKNOWN'S BATTLEGROUNDS for PC	PC	PUBG Corporation	PUBG Corporation	36.60	2017
Minecraft for PC	PC	Mojang	Mojang AB	33.15	2010
Wii Sports Resort for Wii	Wii	Nintendo	Nintendo EAD	33.13	2009
Pokemon Red / Green / Blue Version for GB	GB	Nintendo	Game Freak	31.38	1998
New Super Mario Bros. for DS	DS	Nintendo	Nintendo EAD	30.80	2006
New Super Mario Bros. Wii for Wii	Wii	Nintendo	Nintendo EAD	30.30	2009

```
def test_results():
    assert results.shape == (10, 6), \
    "The results should have six columns and ten rows."
    assert results.columns.tolist() == ["game", "platform", "publisher", "developer
    'The results should have columns named "game", "platform", "publisher", "developer
    assert _.DataFrame().loc[0, 'games_sold'] == D('82.90')
    "The top selling game should be Wii Sports with 82.90 million copies sold."
```

Out[20]: 2/2 tests passed

2. Missing review scores

Wow, the best-selling video games were released between 1985 to 2017! That's quite a range; we'll have to use data from the reviews table to gain more insight on the best years for video games.

First, it's important to explore the limitations of our database. One big shortcoming is that there is not any reviews data for some of the games on the game_sales table.

```
In [21]:
         %%sql
         select count(*)
         from game_sales
         left join reviews
         on game_sales.game = reviews.game
         where critic_score is null and user_score is null
          * postgresql:///games
         1 rows affected.
Out[21]: count
            31
In [22]:
         %%nose
         last_output = _
         def test output type():
             assert str(type(last_output)) == "<class 'sql.run.ResultSet'>", \
              "Please ensure an SQL ResultSet is the output of the code cell."
         results = last_output.DataFrame()
         def test results():
             assert results.shape == (1, 1), \
              "The query should return just one value, a count of games where both critic_sco
             assert results.columns.tolist() == ["count"], \
              'The results should have just one column, called "count".'
             assert last_output.DataFrame().loc[0, 'count'] == 31, \
              "There should be 31 games where both critic_score and user_score are null."
```

Out[22]: 2/2 tests passed

3. Years that video game critics loved

It looks like a little less than ten percent of the games on the game_sales table don't have any reviews data. That's a small enough percentage that we can continue our exploration,

but the missing reviews data is a good thing to keep in mind as we move on to evaluating results from more sophisticated queries.

There are lots of ways to measure the best years for video games! Let's start with what the critics think.

```
%%sql
In [23]:
          select g.year, round(avg(r.critic_score),2) as avg_critic_score
          from game_sales as g
          left join reviews as r
          on g.game = r.game
          group by g.year
          order by avg_critic_score desc
          limit 10
           * postgresql://games
          10 rows affected.
Out[23]: year avg_critic_score
          1990
                         9.80
          1992
                         9.67
                         9.32
          1998
          2020
                         9.20
          1993
                         9.10
          1995
                         9.07
          2004
                         9.03
          1982
                         9.00
          2002
                         8.99
          1999
                         8.93
          %%nose
In [24]:
          from decimal import Decimal as D
          last_output = _
          def test_output_type():
              assert str(type(last_output)) == "<class 'sql.run.ResultSet'>", \
              "Please ensure an SQL ResultSet is the output of the code cell."
          results = last output.DataFrame()
          def test_results():
              assert results.shape == (10, 2), \
              "Make sure to limit the query to only ten results."
```

```
Out[24]: 2/2 tests passed
```

assert results.columns.tolist() == ["year", "avg_critic_score"], \

assert last_output.DataFrame().loc[0, 'year'] == 1990, \

"The year with the highest score should be 1990."

"The highest average critic score should be 9.80."

'The results should have two columns, called "year" and "avg_critic_score".'

assert last_output.DataFrame().loc[0, 'avg_critic_score'] == D('9.80'), \

4. Was 1982 really that great?

The range of great years according to critic reviews goes from 1982 until 2020: we are no closer to finding the golden age of video games!

Hang on, though. Some of those avg_critic_score values look like suspiciously round numbers for averages. The value for 1982 looks especially fishy. Maybe there weren't a lot of video games in our dataset that were released in certain years.

Let's update our query and find out whether 1982 really was such a great year for video games.

```
In [25]:
         %%sql
          select g.year, count(r.game) as num_games, round(avg(r.critic_score),2) as avg_crit
          from game_sales as g
          left join reviews as r
          on g.game = r.game
          group by g.year
          having count(r.game) > 4
          order by avg_critic_score desc
          limit 10
          * postgresql:///games
          10 rows affected.
Out[25]: year num_games avg_critic_score
          1998
                       10
                                    9.32
```

```
2004
                11
                                 9.03
2002
                  9
                                 8.99
1999
                11
                                 8.93
2001
                13
                                 8.82
2011
                                 8.76
                26
2016
                13
                                 8.67
2013
                18
                                 8.66
2008
                20
                                 8.63
2017
                13
                                 8.62
```

```
assert set(last_output.DataFrame().columns) == set(["year", "num_games", "avg_c" 'The results should have three columns: "year", "num_games", and "avg_critic_sc assert last_output.DataFrame().loc[0, 'year'] == 1998, \
"The year with the highest score should be 1998."
assert last_output.DataFrame().loc[0, 'num_games'] == 10, \
"In the year with the highest critic score, there were 10 games released."
assert last_output.DataFrame().loc[0, 'avg_critic_score'] == D('9.32'), \
"The highest average critic score should be 9.32."
```

Out[26]: 2/2 tests passed

5. Years that dropped off the critics' favorites list

That looks better! The num_games column convinces us that our new list of the critics' top games reflects years that had quite a few well-reviewed games rather than just one or two hits. But which years dropped off the list due to having four or fewer reviewed games? Let's identify them so that someday we can track down more game reviews for those years and determine whether they might rightfully be considered as excellent years for video game releases!

It's time to brush off your set theory skills. To get started, we've created tables with the results of our previous two queries:

top critic years

column	type	meaning
year	int	Year of video game release
avg_critic_score	float	Average of all critic scores for games released in that year

top_critic_years_more_than_four_games

column	type	meaning
year	int	Year of video game release
num_games	int	Count of the number of video games released in that year
<pre>avg_critic_score</pre>	float	Average of all critic scores for games released in that year

```
select year, avg_critic_score
from top_critic_years
group by year
except
select year, avg_critic_score
from top_critic_years_more_than_four_games
group by year
order by avg_critic_score desc
```

^{*} postgresql:///games 6 rows affected.

```
Out[27]: year avg_critic_score
1990 9.80
1992 9.67
2020 9.20
1993 9.10
1995 9.07
1982 9.00
```

```
In [28]:
         %%nose
         last_output = _
         def test_output_type():
             assert str(type(last_output)) == "<class 'sql.run.ResultSet'>", \
              "Please ensure an SQL ResultSet is the output of the code cell."
         results = last_output.DataFrame()
         def test_results():
             assert results.shape == (6, 2), \
             "There should be six years that dropped off the critics' favorite list after in
             assert results.columns.tolist() == ["year", "avg_critic_score"], \
             'The results should have two columns: "year" and "avg_critic_score".'
             assert last_output.DataFrame().loc[5, 'year'] == 1982, \
             "The last year returned by the query should be 1982."
             assert last_output.DataFrame().loc[5, 'avg_critic_score'] == 9.00, \
              "1982's average critic score should be 9.00."
```

Out[28]: 2/2 tests passed

10 rows affected.

6. Years video game players loved

Based on our work in the task above, it looks like the early 1990s might merit consideration as the golden age of video games based on critic_score alone, but we'd need to gather more games and reviews data to do further analysis.

Let's move on to looking at the opinions of another important group of people: players! To begin, let's create a query very similar to the one we used in Task Four, except this one will look at user_score averages by year rather than critic_score averages.

```
select g.year, round(avg(r.user_score),2) as avg_user_score, count(r.game) as num_
from game_sales as g
left join reviews as r
on g.game = r.game
group by g.year
having count(r.game) > 4
order by avg_user_score desc
limit 10

* postgresql:///games
```

```
Out[29]:
            year avg_user_score num_games
            1997
                             9.50
            1998
                             9.40
                                             10
            2010
                             9.24
                                             23
            2009
                             9.18
                                             20
            2008
                             9.03
                                             20
            1996
                             9.00
                                              5
            2005
                             8.95
                                             13
            2006
                             8.95
                                             16
            2000
                             8.80
                                              8
            2002
                             8.80
```

```
%%nose
In [30]:
         last_output = _
         def test_output_type():
             assert str(type(last_output)) == "<class 'sql.run.ResultSet'>", \
              "Please ensure an SQL ResultSet is the output of the code cell."
         results = last_output.DataFrame()
         def test_results():
             assert results.shape == (10, 3), \
             "Don't forget to limit the query results to ten."
             assert set(results.columns.tolist()) == set(["year", "num_games", "avg_user_scc
              'The results should have three columns: "year", "num_games", and "avg_user_scor
             assert last_output.DataFrame().loc[0, 'year'] == 1997, \
              "The year with the highest user score should be 1997.
             assert last_output.DataFrame().loc[0, 'num_games'] == 8, \
             "In the year with the highest user score, there were eight games released."
             assert last_output.DataFrame().loc[0, 'avg_user_score'] == 9.50, \
              "The highest average user score should be 9.50."
```

Out[30]: 2/2 tests passed

7. Years that both players and critics loved

Alright, we've got a list of the top ten years according to both critic reviews and user reviews. Are there any years that showed up on both tables? If so, those years would certainly be excellent ones!

Recall that we have access to the top_critic_years_more_than_four_games table, which stores the results of our top critic years query from Task 4:

top_critic_years_more_than_four_games

column	type	meaning
year	int	Year of video game release

column	type	meaning
num_games	int	Count of the number of video games released in that year
<pre>avg_critic_score</pre>	float	Average of all critic scores for games released in that year

We've also saved the results of our top user years query from the previous task into a table:

top_user_years_more_than_four_games

column	type	meaning
year	int	Year of video game release
num_games	int	Count of the number of video games released in that year
avg_user_score	float	Average of all user scores for games released in that year

```
In [31]: %%sql
         select year
         from top_critic_years_more_than_four_games
         group by year
         intersect
         select year
         from top_user_years_more_than_four_games
         group by year
          * postgresql://games
         3 rows affected.
Out[31]: year
         1998
         2008
         2002
         %%nose
In [32]:
         last_output = _
         def test_output_type():
             assert str(type(last_output)) == "<class 'sql.run.ResultSet'>", \
             "Please ensure an SQL ResultSet is the output of the code cell."
         results = last_output.DataFrame()
         def test_results():
             assert results.shape == (3, 1), \
             "There should be three years present in both tables."
             assert results.columns.tolist() == ["year"], \
```

Out[32]: 2/2 tests passed

8. Sales in the best video game years

'The results should just have one column: "year".'

assert last_output.DataFrame().loc[0, 'year'] == 1998, \
"The first year returned by the query should be 1998."

Looks like we've got three years that both users and critics agreed were in the top ten! There are many other ways of measuring what the best years for video games are, but let's stick with these years for now. We know that critics and players liked these years, but what about video game makers? Were sales good? Let's find out.

This time, we haven't saved the results from the previous task in a table for you. Instead, we'll use the query from the previous task as a subquery in this one! This is a great skill to have, as we don't always have write permissions on the database we are querying.

```
In [33]: %%sql
          select year, sum(games sold) as total games sold
          from game_sales
          group by year
          having year in (select year
          from top_critic_years_more_than_four_games
          group by year
          intersect
          select year
          from top_user_years_more_than_four_games
          group by year)
          order by year desc
           * postgresql:///games
          3 rows affected.
Out[33]: year total_games_sold
          2008
                         175.07
          2002
                          58.67
          1998
                         101.52
          %%nose
In [34]:
          from decimal import Decimal as D
          last_output = _
          def test output type():
              assert str(type(last output)) == "<class 'sql.run.ResultSet'>", \
              "Please ensure an SQL ResultSet is the output of the code cell."
          results = last_output.DataFrame()
          def test_results():
              assert results.shape == (3, 2), \
              "There should be games sales data for three years: the same three years from the
              assert results.columns.tolist() == ["year", "total_games_sold"], \
              'The results should have two columns: "year" and "total_games_sold".'
assert last_output.DataFrame().loc[0, 'year'] == 2008, \
              "Just like in the last query, the first year returned should be 2008."
              assert last_output.DataFrame().loc[0, 'total_games_sold'] == D('175.07'), \
```

Out[34]: 2/2 tests passed

"In 2008, the total games sold value should be 175.07."